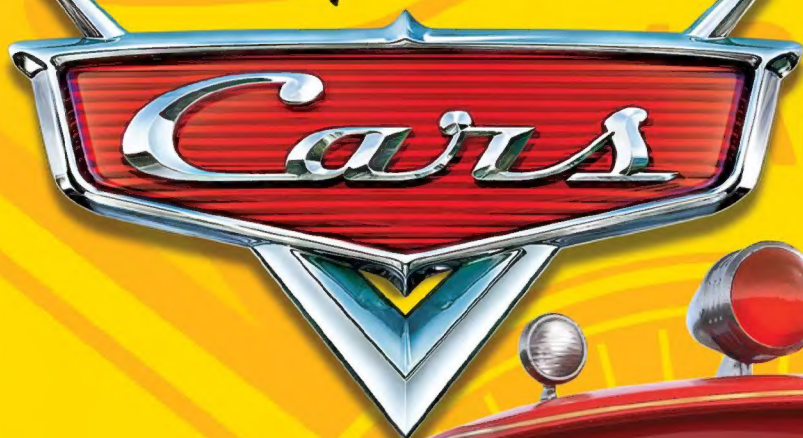


Disney · PIXAR

**COMPLETE YOUR  
CARD DECK****WELCOME BACK TO  
RADIATOR SPRINGS****3 SLICK  
STORIES****DOUBLE-SIDED  
POSTER****BOARD GAME:  
TURNS AND CURVES**



**AWESOME  
STICKERS TO  
COLLECT AND  
PLAY WITH!**



## **THE COMPLETE COLLECTION OF 32 CARDS!**

With the cards from this issue, together with the cards from the three previous issues, you can play three games:  
**Tire Hunt, Match Up, and Oil or Gas.**



## **TIRE HUNT**

A game for 2 players, with 2 variations.

**Variation 1:** Each player gets from 4 to 8 cards.

**Object:** To guess the positions of all 4 tires on each of your opponent's cards.

**How to play:** Both players pick one of their cards without showing it to their opponent. Take turns naming a pair of coordinates (one letter and one number, for example: A1) as you try to identify the positions of the tires on your opponent's card. Confirm hits and misses and write the results on a sheet of paper. The first

player to guess the positions of all 4 tires wins the card and sets it aside. Continue until all the cards have been played.

**Variation 2:** Each player gets a maximum of 24 cards. Proceed as in Variation 1, but to win your opponent's card you only need to guess the position of 1 tire.

**And the winner is . . .** the first player to capture all of his or her opponent's cards, in either variation of the game.

YOU'LL FIND THE FINAL 8 CARDS ON PAGE 35,  
AS WELL AS THE RULES FOR THE MATCH UP GAME

**HAVE FUN!**



# WELCOME TO THE WORLD OF CARS MAGAZINE!

NO FIRES IN  
SIGHT... I MIGHT  
AS WELL WATER  
THE FLOWERS!



CRAFT: JOIN RED'S TEAM  
A COOL  
FIREFIGHTER'S  
HELMET

PAGES 30 31



## CONTENTS

ON THE SCENE... PAGE 04

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COLORING..... PAGES 12 13 21

COMICS..... PAGES 08 22 28

GAMES..... PAGES 06 14 16 24 26 32



# RED



## RED-1950S TORCHY TRUCK CO. FIRE TRUCK

**HOMETOWN:** Radiator Springs

**SKILLS:** Red is a talented firefighter. He doesn't say much, but he's known for his generosity and courage.

**FEATURES:** He's equipped with many firefighting tools, including a ladder and several hoses on both sides where the water pressure gauges meet.



U.S.A.

#56

### A MISTRUSTFUL START...

For a quiet and shy character like Red, his first impact with cocky Lightning McQueen couldn't have been easy.



### ...THEN FRIENDS IN A JIFFY

But Red's big heart helps him past the bumps and soon he and Lightning are buddies. Red even starts to cry when he thinks his new friend has left without saying goodbye...



### WELCOME TO THE PARTY!

Red's always there whenever his friends from Radiator Springs get together to celebrate. It wouldn't be a party without him!



### PETALOUS

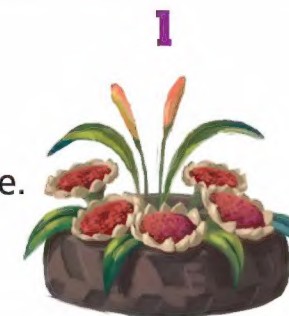
Red loves flowers, and he takes care of them one by one.



Spot the arrangement that matches the original!



ORIGINAL

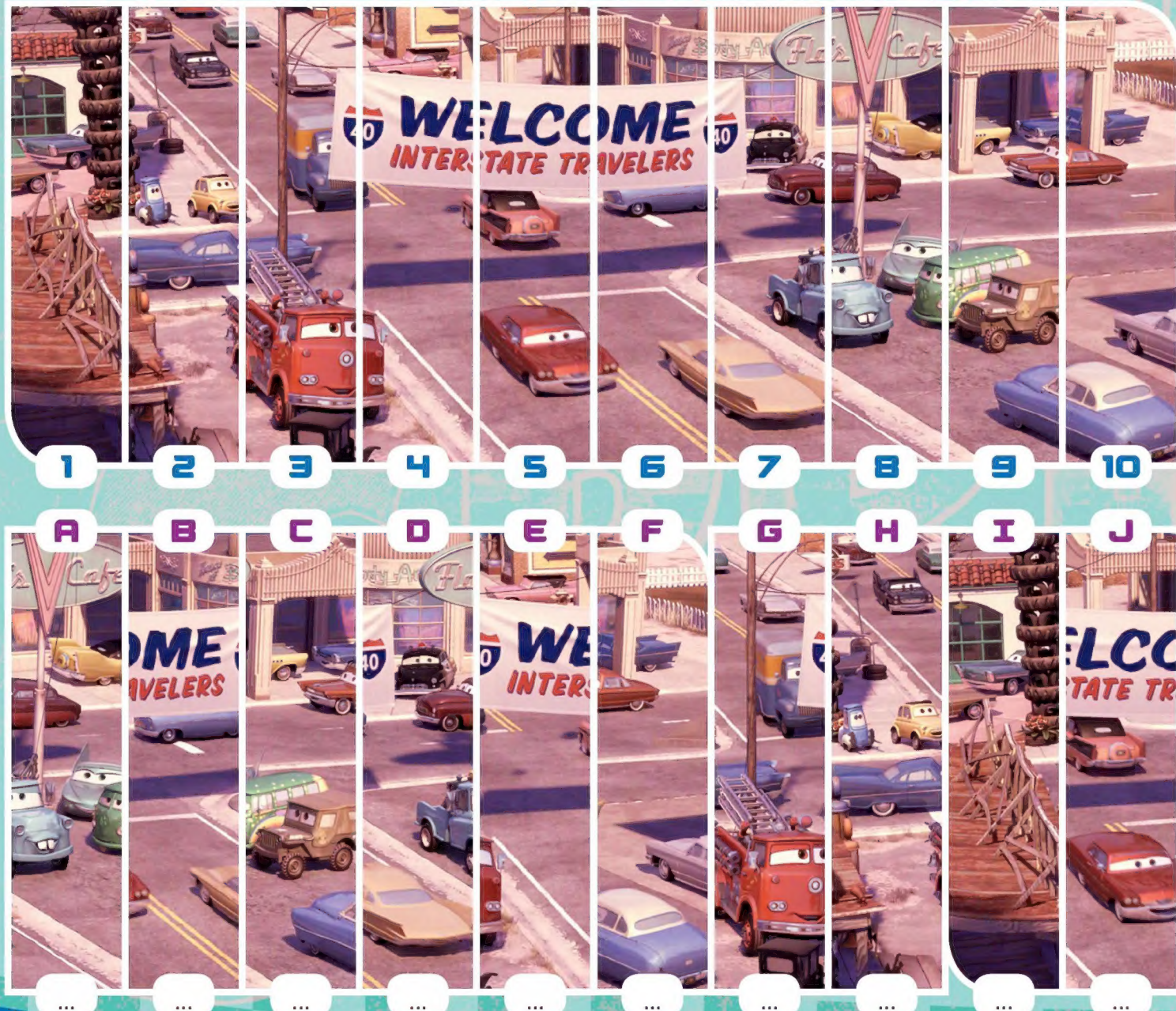




# A PLACE TO CALL HOME

## 1 THE GOLDEN YEARS

Red remembers when Radiator Springs was a thriving city in the middle of the desert! Help him rearrange the jumbled segments below: Write the numbers in the blanks.



## 2 WHO'S THE OWNER?

Today, Radiator Springs is once again a popular tourist destination, and business is booming. Follow the paths from each character to see where they work or what they sell.

VB CAFÉ



CASA DELLA TIRES



HOUSE OF BODY ART



LUIGI



LIZZIE



FLO



FILLMORE



RAMONE



SARGE



SURPLUS HUT



RADIATOR SPRINGS CURIOS



ORGANIC FUEL





# THE ONE ABOUT THE LOST HEADLIGHT

OUR FRIENDS HAVE GONE CAMPING...

SHOOT, FOLKS! WHEN CARS GO CAMPIN', THEY TELL GHOST STORIES!

I DON'T KNOW ANY GHOST STORIES. ANYBODY ELSE GOT ONE?

I USED TO KNOW THREE GOOD GHOST STORIES. BUT I FORGOT ALL OF THEM...

HEY, I GOT ONE! DID I EVER TELL YOU ABOUT THE GHOST LIGHT?

EVEN I REMEMBER THAT ONE, YOU TOLD IT SO MANY TIMES.

SLURP







"IT HAPPENED IN ONE OF THE WORST HAILSTORMS TO EVER HIT CARBURETOR COUNTY. I COULD SEE THE BLACK CLOUDS COMIN' AS THE DAY WAS ENDING."

>GASP!<

"AND THERE I WAS. THE HAIL WAS HARMLESS AT FIRST, LIKE TINY GRAINS OF SAND."

"THEN IT WAS AS BIG AS BALL BEARINGS. THEN **BOULDERS!**"

**BOULDERS?!**



"I FIGURED I WAS HEADIN' TO MY FINAL PARKING SPOT. THOSE ICY HAIL BALLS WAS CRASHING DOWN WITH THUNDEROUS BOOMS!"

ARGH!

THUMP!

SBAM!

"A HUGE HAILSTONE DROPPED, AND DONE MADE A CANYON! THEM VIBRATIONS WAS SO INTENSE, THEY SHOOK A HEADLIGHT RIGHT OUT OF ME! THEN A--"

POP!

SBAM!

HA HA HA!!!

THAT'S A GOOD ONE, MATER. NEXT YOU'RE GOING TO TELL US THAT A UFO CAME CRASHING DOWN TO EARTH! HA HA HA!

YOU SAID I ALREADY TOLD YOU THAT ONE!

HA HA HA HA!!!

THE END





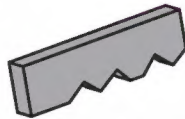
# TROUBLES & FUN

## HELP!

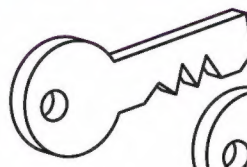
Uh-oh! Lightning McQueen's been impounded! Can you help him get out?



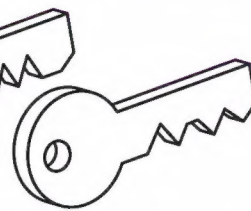
Spot the key that fits the lock, then color this scene.



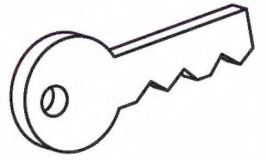
DOOR LOCK



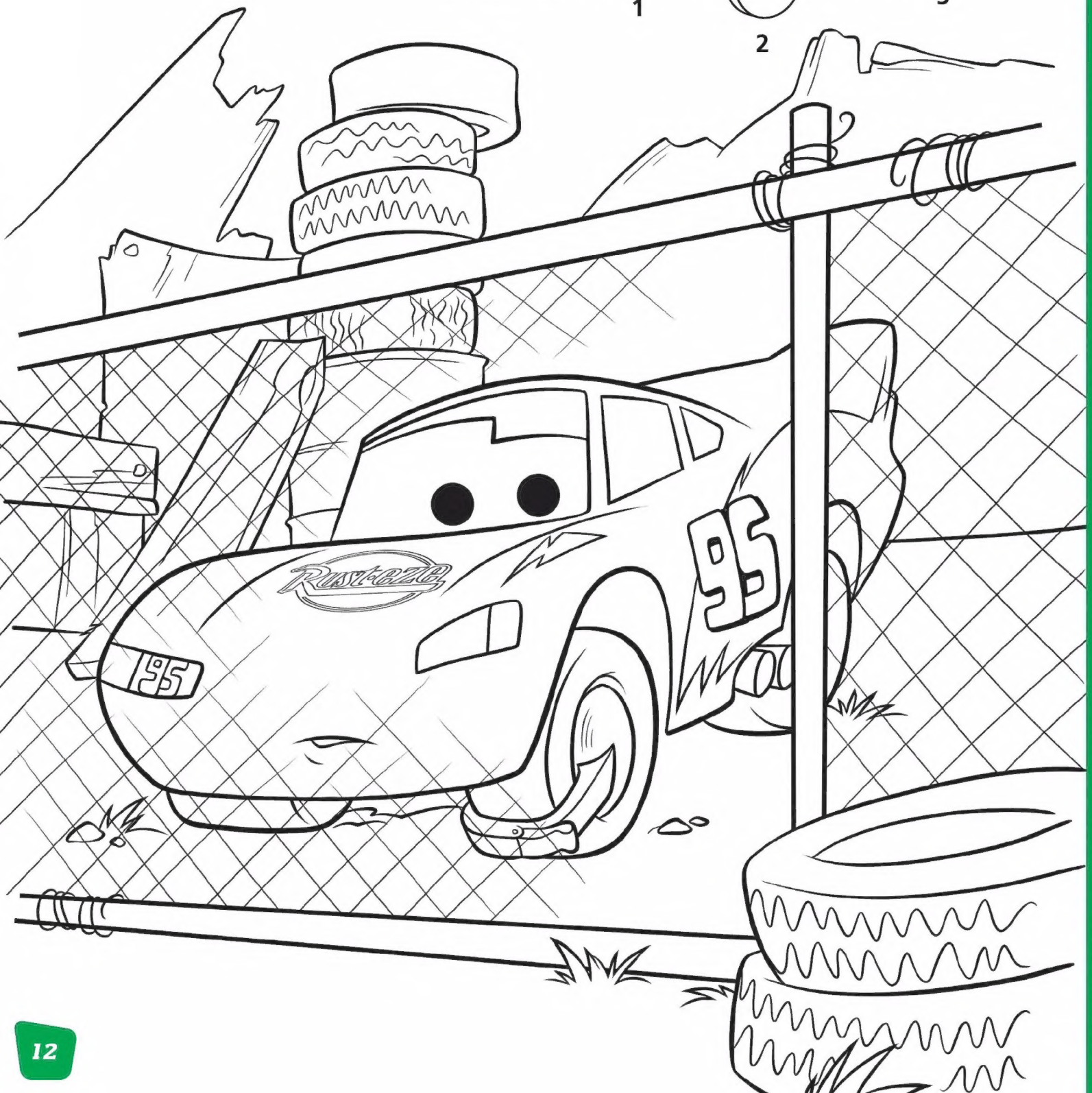
1



2



3



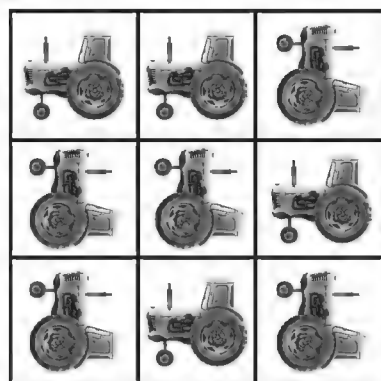
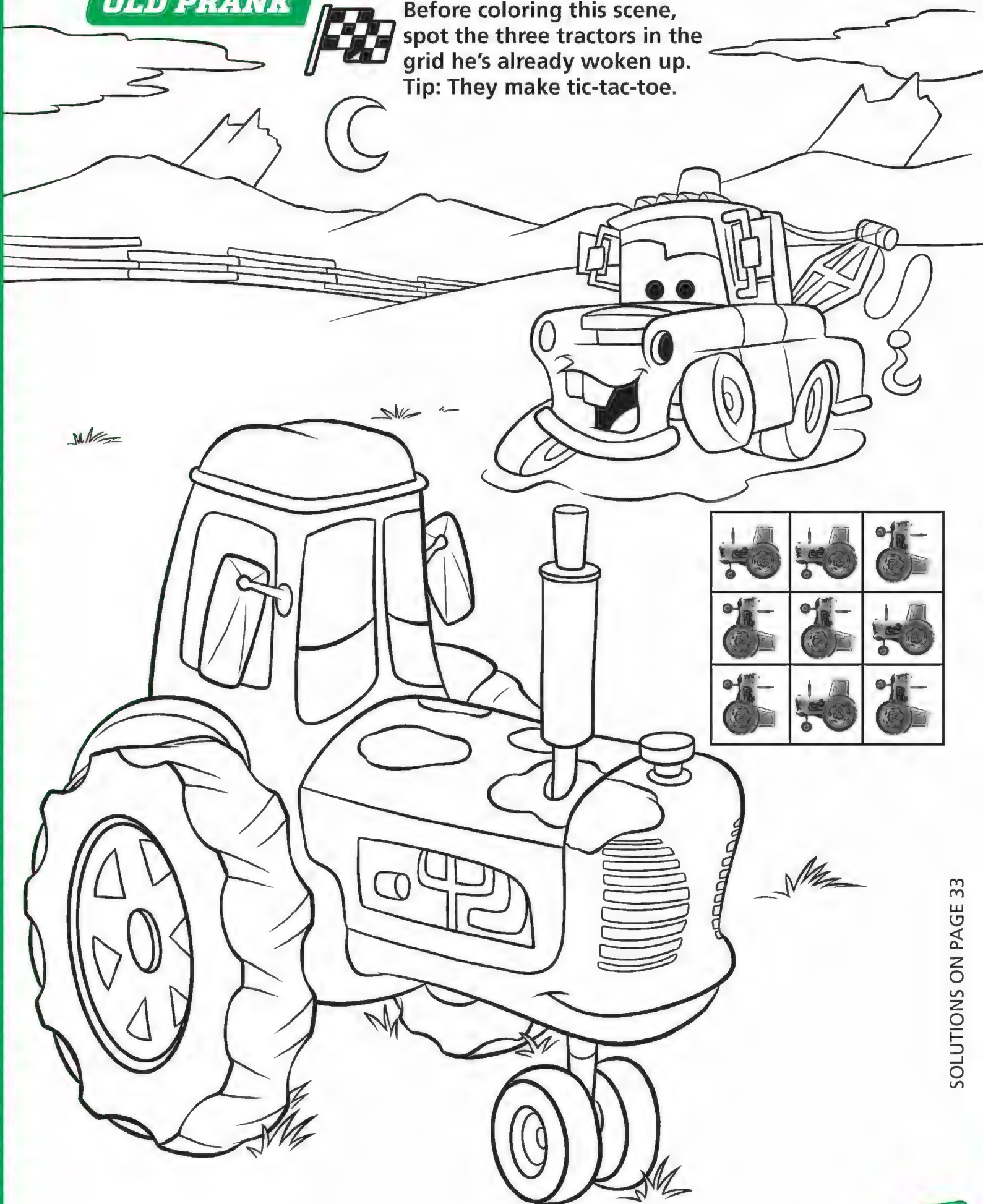


# THE SAME OLD PRANK

Mater's all set to tip over the fourth sleeping tractor.



Before coloring this scene, spot the three tractors in the grid he's already woken up. Tip: They make tic-tac-toe.





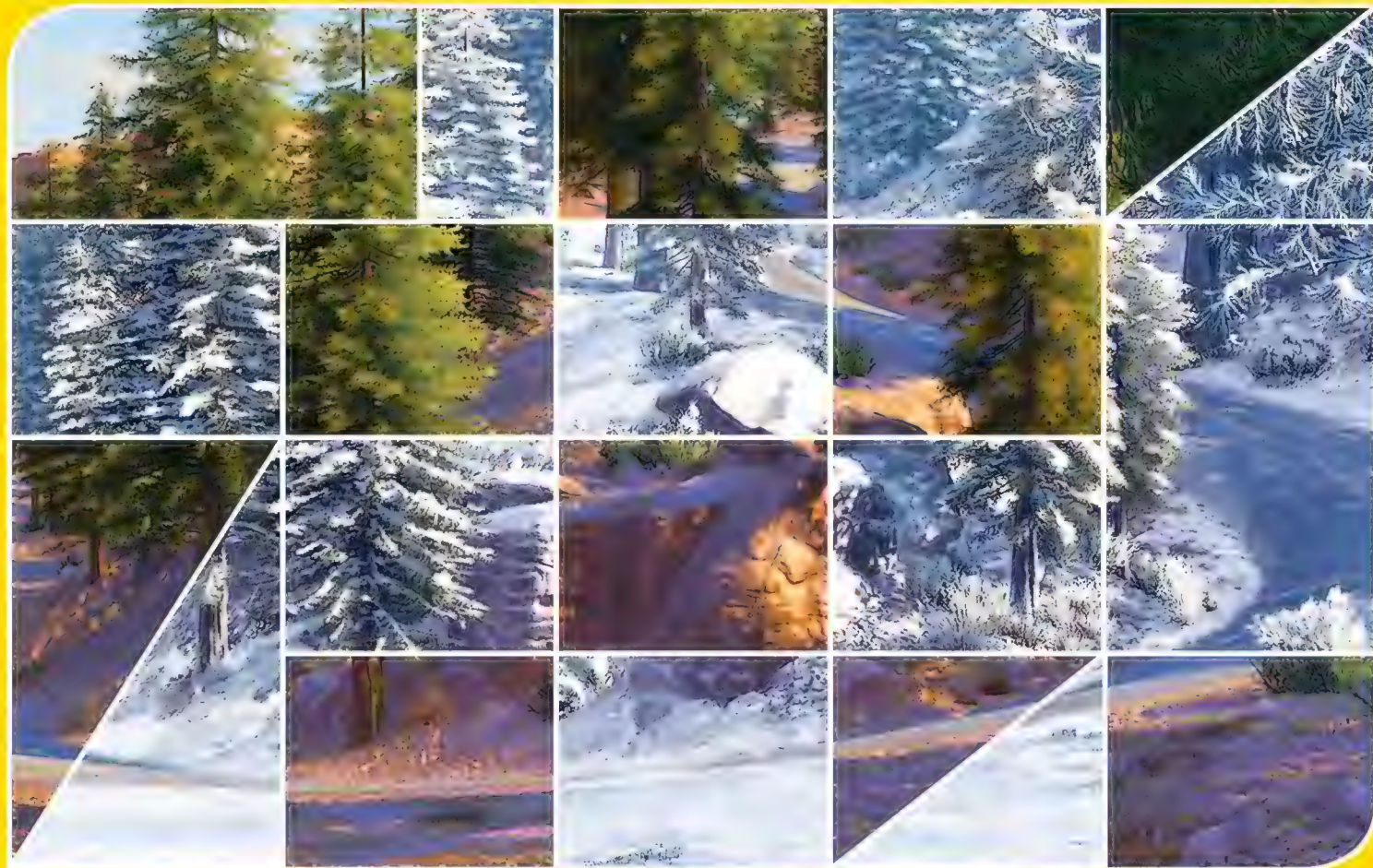
# ROAD TRIP IN ANY SEASON

## 1 SUN AND SNOW

Lightning and Sally are going to ride! What kind of special equipment do they need for the weather?



Take a look at the scene below. Count both the sunny and the snowy details.



SUNNY

SNOWY

## 2 FENCED IN

There are nine pairs of twin tractors inside the corral. Mater and Lightning want to arrange them in sets.



Match the tractors marked A-I to the ones marked 1-9 and write the numbers in the blanks.



### TWIN TRACTORS



A	...
B	...
C	...
D	...
E	...
F	...
G	...
H	...
I	...



# A NIGHT IN RADIATOR SPRINGS

1

## BOOKING AT THE COZY CONE

Sally's motel reservations are all mixed up . . .  
Help her sort things out!



Reservations differ for days of stay, number of rooms, and meals per day. Check the legend and use the clues below to match up bookings and cones. Write the letters in the blanks. We did the first one for you.

### LEGEND AND ORDER

DAYS

1

2

3

ROOMS

1

2

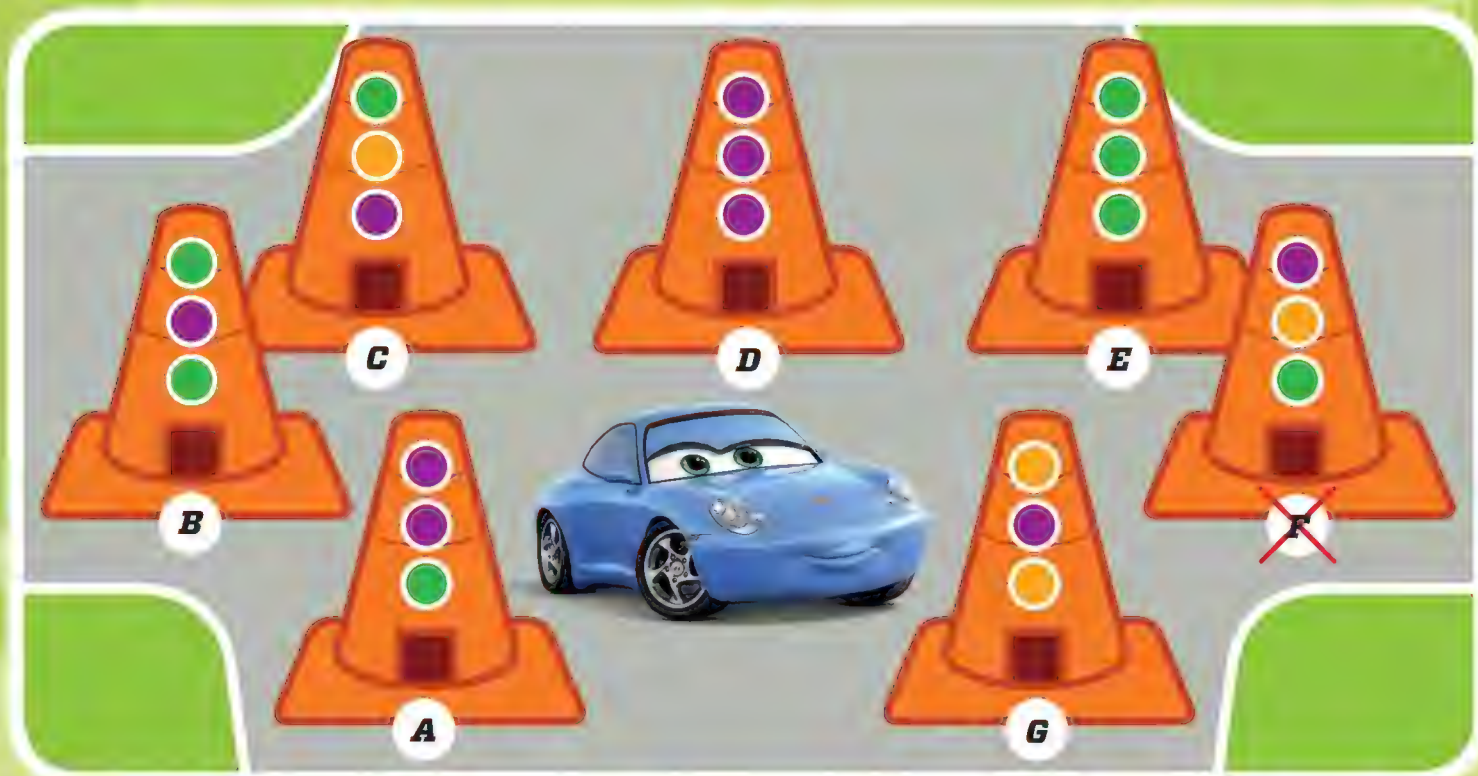
3

MEALS

1

2

3



#### BOOKING

1 F

Days: 2  
Rooms: 1  
Meals: 3

#### BOOKING

2 ...

Days: 2  
Rooms: 2  
Meals: 2

#### BOOKING

3 ...

Days: 2  
Rooms: 2  
Meals: 3

#### BOOKING

4 ...

Days: 1  
Rooms: 2  
Meals: 1

#### BOOKING

5 ...

Days: 3  
Rooms: 1  
Meals: 2



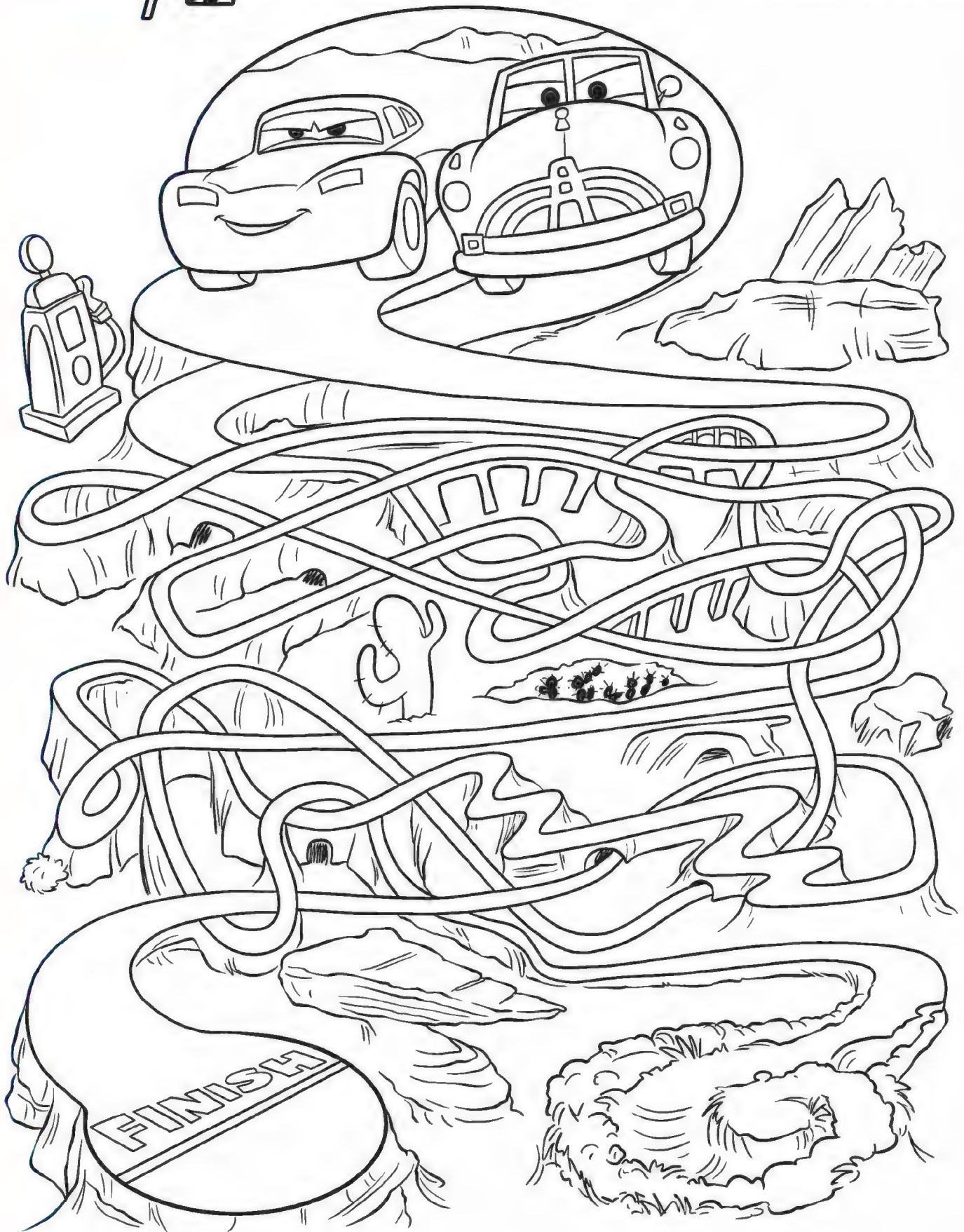


# LET'S RACE

**IN ONE  
BREATH**



Lightning recalls racing against Doc back in the old days, through the outskirts of Radiator Springs. Find out who gets to the finish by tracing their path with a pencil without lifting it off the page and without going out of the borders. Then color this scene!







GREETINGS FROM

**RADIATOR SPRINGS**





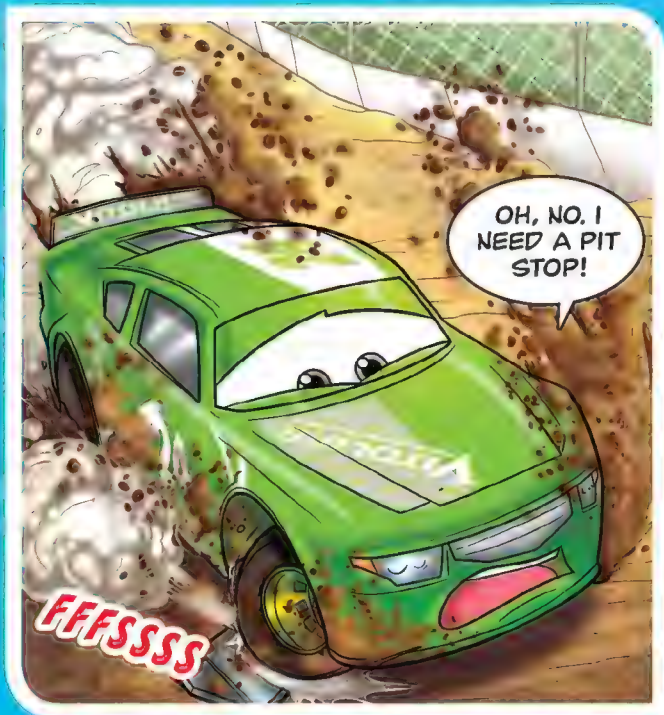


# THE ULTIMATE PIT STOP

TWO VETERANS COMPETE IN A DEMOLITION DERBY FOR THE FIRST TIME!










# PLAY WITH THE TUNERS

## 1 MESSY BULLIES

Boost and Snot Rod have shared plenty of four-wheel adventures in their day.

 Arrange the eight pieces of their picture and write the numbers in the blanks.



## 2 THREE IN A PILE

DJ's arranging his records by color. Each of the five columns has one record that appears three times consecutively.



Spot them and write letters of the corresponding records in the blanks below. Together they spell the name of his friend.




W    ...    ...    ...    ...





# CURVES AND... OOPS!

The countryside around Radiator Springs is perfect for a race full of thrills and spills!



Join your pals for this dizzying challenge!

USE YOUR TOY CARS OR FIND 4 TOKENS—AND A DIE—TO CUT OUT ON PAGE 33.

## HOW TO PLAY

A game for up to 4 players.

**Object:** To be the first to cross the finish line.

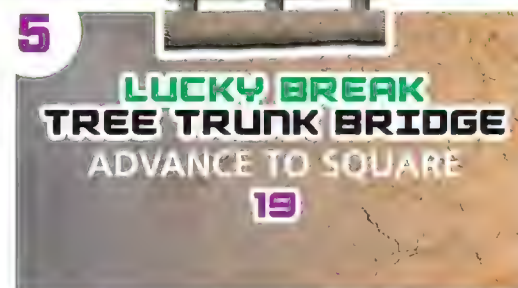
**How to play:** Each player chooses a character. Take turns rolling the die and moving the number of squares shown. Follow the instructions in the squares you land on.

If you land on a penalty square you've already visited, you are free from the penalty.

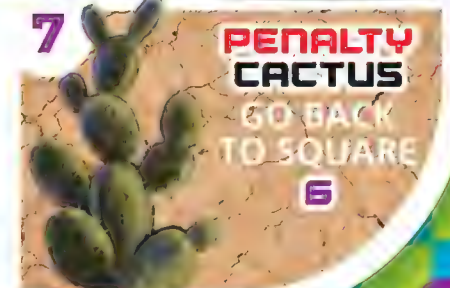
And the winner is . . . the first player to cross the finish line.



**3 BONUS**  
**LUIGI**  
**GIVES YOU**  
**NEW TIRES**  
ADVANCE  
TO SQUARE  
**6**



**5 LUCKY BREAK**  
**TREE TRUNK BRIDGE**  
ADVANCE TO SQUARE  
**19**



**7 PENALTY**  
**CACTUS**  
GO BACK  
TO SQUARE  
**6**



**18 BONUS**  
**FILLMORE**  
**FILLS YOU UP**  
**WITH BIO FUEL**  
ADVANCE  
TO SQUARE  
**21**



**19**



**20 PENALTY**  
**TRACTOR**  
**TIPPING**  
LOSE YOUR  
NEXT TURN



**8 BONUS**  
**RED**  
**REFRESHES**  
**YOU WITH**  
**WATER**  
ADVANCE  
TO SQUARE  
**9**



**10 PENALTY**  
**SHERIFF**  
**PUTS YOU**  
**IN JAIL**  
LOSE YOUR  
NEXT TURN



**24 LAST TRIAL**  
**IF YOU**  
**LANDED**  
**HERE**  
**ROLL A 1**  
**TO CROSS**  
**THE FINISH**  
**LINE.**  
WITH 2 OR 3,  
STAY WHERE  
YOU ARE.



**13**



**14**



**12**

**BONUS**  
**RAMP**  
ADVANCE  
TO SQUARE  
**14**



**11**

**HUGE**  
**PENALTY**  
**FRANK**  
GO BACK  
TO START

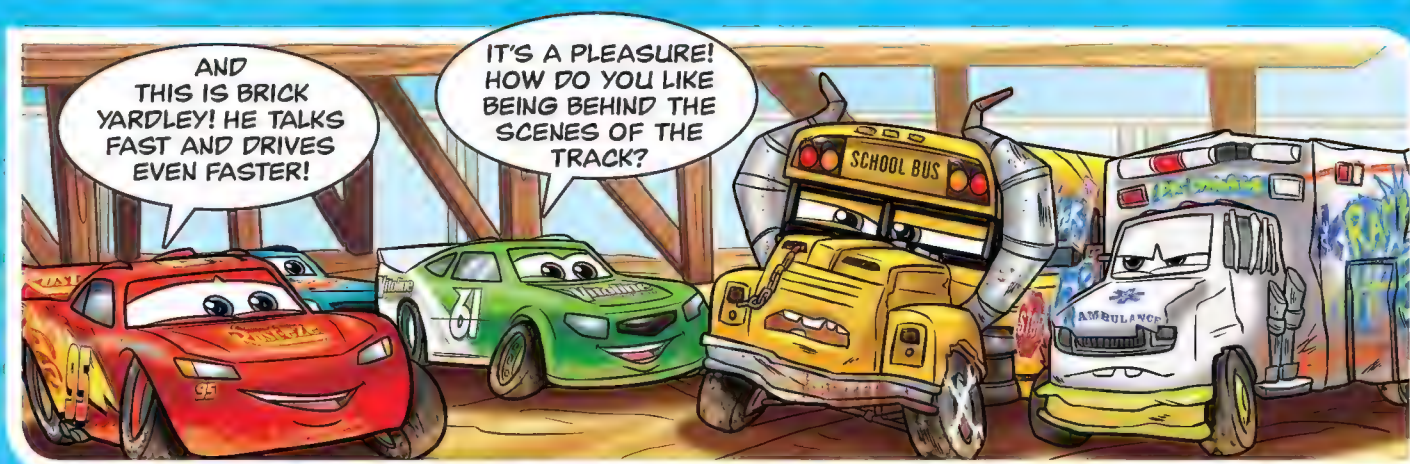


**23**

**BAD BREAK**  
**LANDSLIDE**  
GO BACK  
TO SQUARE  
**13**



# GREATEST RECORD EVER





GUYS,  
THIS IS JOHNNY  
BLAMER! JOHNNY, CAN  
YOU TELL EVERYONE  
A LITTLE ABOUT  
YOURSELF?

\*YAWN\*

ME?  
I'M JUST  
KNOWN FOR  
CRASHING THE  
MOST TIMES.

WOW!

TELL US  
ABOUT YOUR FIRST  
ACCIDENT!

TELL US ABOUT  
YOUR SECOND  
ACCIDENT!

EVER PUNCTURED  
ALL FOUR TIRES AT  
ONCE?

CAN YOU CRASH  
INTO SOMETHING?  
I WANT TO SEE  
THE MASTER IN  
ACTION!!!

HA HA HA!

**THE END**



# THE FIREFIGHTER'S HELMET

HAPPY TO HAVE YOU ON MY TEAM!



YOU'LL NEED:

○ Safety scissors

○ Glue stick

○ Tape

**REMEMBER:**  
ASK AN ADULT  
FOR HELP WITH  
SCISSORS!

1

First read TIP #1. Then cut out the front of the helmet and the 2 flaps on page 31.

2

Glue the 2 flaps to the back of the front section as shown.

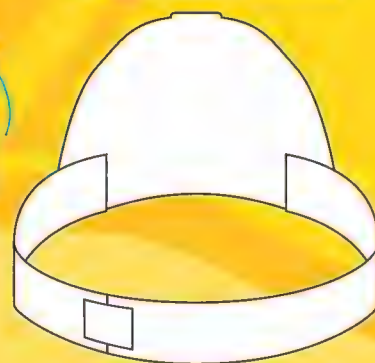
3

Wrap the helmet around your head, adjusting the flaps for the right fit.

4

Tape the flaps together.

**YOUR  
FIREFIGHTER'S  
HELMET  
IS READY!**



**TIP #1:**  
BEFORE CUTTING OUT  
THE HELMET, PULL OUT  
THIS PAGE AND GLUE  
IT TO A SHEET OF CARD  
STOCK TO MAKE IT  
STRONGER!



Before you cut out this page, play the games on page 32!

2 flaps





# CROWD IN THE PITS

1

## LAST-MINUTE PREPARATIONS

The race will soon begin, which means the pits are buzzing with activity.



Help Bob Cutlass and Darrell Cartrip with the play-by-play and fill in the eight missing pieces. Write the letters in the blanks.



1

...

2

...

3

...

4

...



5

...

6

...

7

...

8

...

2

## IS SHE THERE?

Word has it that Cruz is somewhere in the scene above. What do you say—true or false?



TRUE

FALSE



# GAME SOLUTIONS

## PAGE 5

**PETALOUS**  
ANSWER: 5

## PAGES 6-7

**1 THE GOLDEN YEARS**  
ANSWERS:

AB BG CG D7 E4  
F10 G3 H2 I1 J5

**2 WHO'S THE OWNER?**  
ANSWERS:

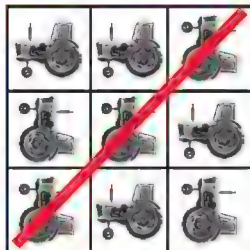
LUIGI =  
CASA DELLA TIRES  
LIZZIE =  
RADIATOR SPRINGS  
CURIOS  
FLO =  
VB CAFÉ  
RAMONE =  
HOUSE OF BODY ART  
SARGE =  
SURPLUS HUT  
FILLMORE =  
ORGANIC FUEL

## PAGE 12

**HELP!**  
ANSWER: 3

## PAGE 13

**THE SAME OLD PRANK**  
ANSWER:



## PAGES 14-15

**1 SUN AND SNOW**  
ANSWERS:

SUNNY 10 SNOWY 11

**2 FENCED IN**  
ANSWERS:

A7 B2 C1 D3 E6  
F9 G8 H5 I4

## PAGE 16

**1 BOOKING AT THE COZY CONE**  
ANSWERS:

1F 2D 3A 4G 5C

## PAGE 21

**IN ONE BREATH**  
ANSWER:



## PAGES 24-25

**1 MESSY BULLIES**  
ANSWERS:



**2 THREE IN A PILE**  
ANSWERS:

WINGO

## PAGE 32

**1 LAST-MINUTE PREPARATIONS**  
ANSWERS:

1B 2G 3E 4F  
5D 6H 7A 8C

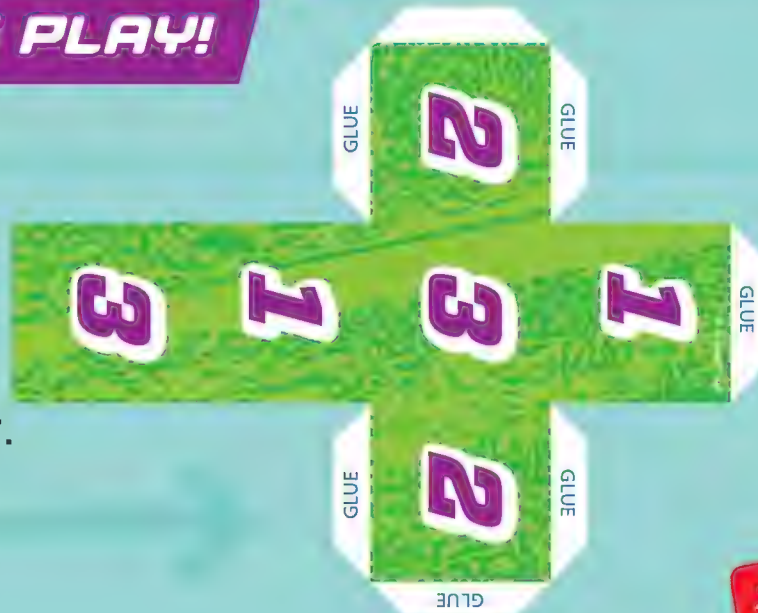
**2 IS SHE THERE?**  
ANSWER: FALSE



## LET'S PLAY!



Cut out the tokens and die to play the game on pages 26-27.





IN THE  
NEXT  
ISSUE

# GO THROUGH A CENTURY OF CARS!



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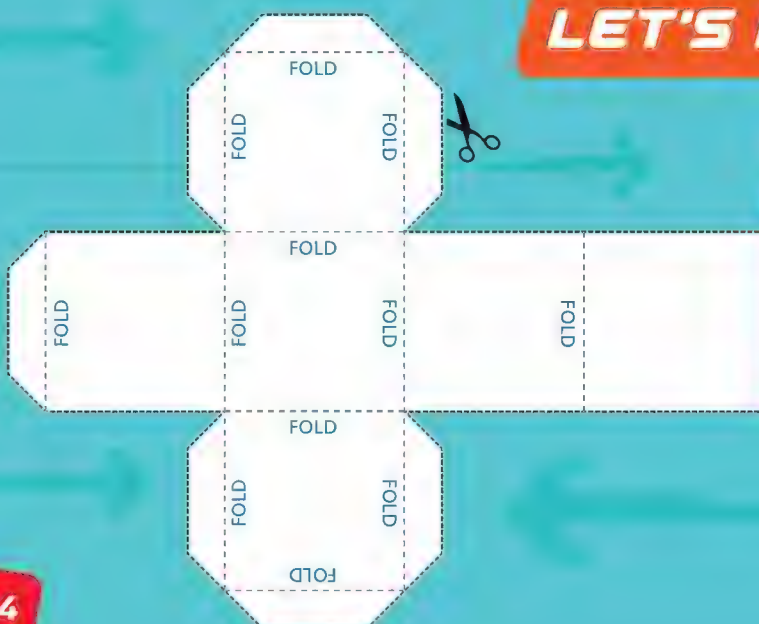
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LET'S PLAY!



Cut out the  
tokens  
and die to  
play the  
game on  
pages 26–27.





# PLAYING CARDS

COLLECT AND PLAY!



OIL

GAS

**SHERIFF - A**

	1	2	3	4
A				
B				



**SHERIFF - B**

	1	2	3	4
A				
B				



OIL

**SALLY - A**

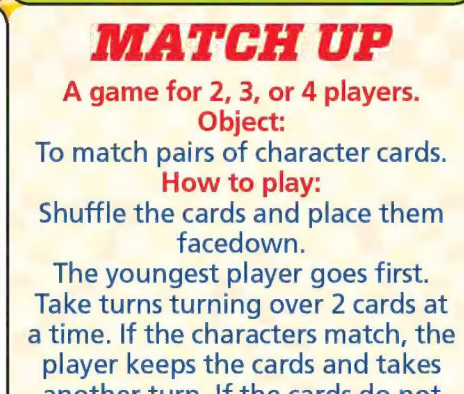
	1	2	3	4
A				
B				



GAS

**SALLY - B**

	1	2	3	4
A				
B				



## MATCH UP

A game for 2, 3, or 4 players.

**Object:**

To match pairs of character cards.

**How to play:**

Shuffle the cards and place them facedown.

The youngest player goes first. Take turns turning over 2 cards at a time. If the characters match, the player keeps the cards and takes another turn. If the cards do not match, put them back where they were, and it's the next player's turn. Play until all the cards have been picked up.

**And the winner is . . .** the player with the most cards at the end of the game.



OIL

**RAMONE - A**

	1	2	3	4
A				
B				



GAS

**RAMONE - B**

	1	2	3	4
A				
B				



OIL

**FLO - A**

	1	2	3	4
A				
B				



GAS

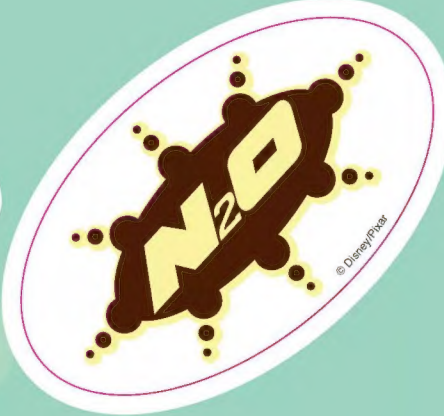
**FLO - B**

	1	2	3	4
A				
B				











# GREEN GIANT



*LIKE IT?  
BUY IT!*